

SMITE

OFFICIAL MAGAZINE

ISSUE #46



INSIDE: IN THEORY, BEST DOG, INTERVIEW WITH ALPHAJACKAL & MORE!

GameOnMag.com

The background of the entire image is a dynamic, high-quality digital illustration. On the left, Zeus, the Greek god of lightning, is depicted with long white hair and a beard, wearing a golden eagle-feathered cloak. He has a fierce expression with glowing blue eyes. On the right, Artemis, the goddess of the hunt, is shown with long dark hair and glowing blue eyes, holding a bow. In the center, a bright blue and white energy explosion or lightning bolt strikes a dark, jagged, crystalline structure. The sky is filled with swirling clouds and a bright light source in the upper left.

MEN FIGHT. GODS SMITE.

SMITE

BATTLEGROUND OF THE GODS

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From The Editorial Staff

Hi everyone and welcome to the 46th issue of the Official SMITE Magazine! If this is your first time stumbling upon us, what you see before you is the result of a community project turned official Hi-Rez Studios product! Even though this is an official magazine, the staff is completely comprised out of community members, sharing the same passion for the game that we're all here for, SMITE. If this is your first issue, you can find all our past issues on our website at <http://gameonmag.com/smite>.

Yo ho ho, SMITEYS! This here issue is pirate themed for yer pleasure. Before we go into all that, we must first mention our "Who Is" article for SMITE's newest voodoo mage, Baron Samedi! Lots of people have been looking forward to this stylish God of Life and Death, so make sure to check out our piece on him.

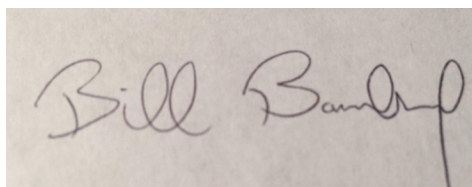
As for our theme this month, we have two original fanfiction stories entitled "the Curse of Dreadbeard" and "Sailing the High Seas." All skaliwags are welcome to get their plunders. In addition, we were also lucky enough to have the coach of Team RivaL, AlphaJackal, sit down for an interview, and Aggro and F. fans should check out the "SMITE's Best Dog Competition" where the two casters analyze who they think is the best doggo in the game. This issue also includes a SMITE 101 guide on flex picks, a Chernobog re-kit idea, SMITE Community Concepts, and some special SMITE adverts!

There's plenty more in store so sit back, relax, and enjoy the 46th issue of the Official SMITE Magazine!

Steve Greenfield
Managing Director



Bill Bouchard
Editor



EDITORIAL

Editor-in-Chief - Steve Greenfield
Editor - Bill Bouchard

CONTENT CREATORS

Staff Writer- Bill Bouchard
Staff Writer- Brandi Wallace
Staff Writer- Courtney Zammit
Staff Writer- Eric Velez
Staff Writer- Jansen Spencer
Staff Writer- Paul Weinshenker
Staff Writer- Adam Wilkinson (Purley)
Staff Writer- Danny Newman (SuperDazza)

Cover - Andrew Duncan

Artist- Antonia Mitchell
Artist- Bunny
Artist- Roman Samko

DESIGN

Lead - Andrew Duncan



CONTENTS

Who Is... Baron Samedi?		pg.6
SMITE 101: Flex Picks		pg.8
In Theory - Gods of Antiquity: Chernobog Re-Kit		pg.12
SMITE Community Concepts		pg.15
SMITE's Best Dog Competition (Featuring Aggro and F.)		pg.28
Sailing the High Seas		pg.28
The Curse of Dreadbeard		pg.30
Interview with AlphaJackal		pg.32
Classifieds		pg.34



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WHO IS... BARON SAMEDI

By Eric Velez (IcyeBoom)

Hey SMITE Mag readers, recently Hi-Rez has unveiled their 95th god. He is known as Baron Samedi, the god of peaceful death who puts spirits to rest. Baron Samedi is also the starting god for the newest Voodoo Pantheon.

Lore

Death. If you think that it means the end, then allow me to introduce you to someone.

You thought it was all over, but Baron Samedi is going to change your mind. The only fire here is in the water, so share a drink with him. Let the sights and sounds entrance you. Join the celebration, feel your pulse pounding so hard you've forgotten your heart stopped beating.

Forget what you think you know. There is a life after death, and Baron Samedi will be your

guide. So come along and let Baron Samedi show you the wonders of a whole new world, and that even a god of death can be the life of the party.

After all, what have you got to lose?

Abilities

Passive: Hysteria

Baron Samedi has a unique passive in the form of a consumable for his team called Barons Brew. A powerful restorative chalice for only 150 gold this is Rum from Baron Samedi's personal cabinet. This consumable heals 140 Health and 100 Mana over 20 seconds per use. Comes with 3 uses that are refilled if you enter the Fountain, sells for 0 gold. Additionally Enemies hit by Baron will have Hysteria applied to them. Baron's abilities interact with Hysteria to

provide bonus effects. Targets at Max Hysteria take 25% additional damage from Baron Samedi. Stacks up to 70 with two stacks per hit. Decays over time.

Ability 1: Vivid Gaze

Baron Samedi animates two skulls, both which briefly charge before firing two beams of voodoo magic that damages enemies. The beams crossover wherever Baron Samedi was aiming. Enemies hit by both beams take 15% damage on the second hit. If the enemy god hit is above 30 hysteria, their physical power, magical power, and attack speed are reduced.

Ability 2: Consign Spirits

Baron Samedi guides restless spirits to the ground and buries them. After a brief delay the ground erupts, damaging enemies standing in the area. If an enemy god is hit, friendly spirits fly from the area and heal allies near the explosion or by Baron Samedi. If the enemy god hit is above 30 Hysteria the friendly spirit cleanses slows, makes allies immune to slows, and increases their movement speed.

Ability 3: Wrap It Up

Baron Samedi throws his snake forward, wrapping any enemy god hit and dealing damage every .5s for 4s and slowing them until they are rooted.

If a god hit is above 30 Hysteria, the snake will also lash out at nearby enemy gods who stand too close after 1s. Enemies hit by this are injected with venom that slows them until they are rooted and deals the full damage over time immediately.

Ultimate: Life of the Party

Baron Samedi pulls the souls of the living towards his coffin, becoming CC immune and taking

50% reduced damage. Enemy gods within range are pulled towards the coffin and take damage every .33s. When an enemy god gets too close to the coffin their soul is ripped out, causing them to be stunned, take a large amount of damage based on their total health and gain max hysteria. This ability persists for 3.5s or until an enemy god is pulled to the coffin.

If targets being pulled are above 30 Hysteria, the pull strength is increased.

Skins-Baron will be released with his Red Rum recolor skin, as well as mastery skins. Baron's half-life skin will be apart of the voodoo part of the divine uprising event and can be acquired and a few patches.

Tips for play: Baron isn't the typical burst mage as he may seem. Baron lacks the early wave clear of most mages, but is one of the best poke damage. Early game stay back in lane and clear with your one and two, hitting the opposing god as much as possible. Then when you see an opening, send your three and bombard them with your one and two. Baron also brings a lot of utility to his team with the multiple debuffs from Hysteria, the unique Baron's brew and his heal. Work with your team to use his utility to its fullest. Baron's ultimate is also unique as it is a drag feature that can lockdown or catch escaping players. However, it is still countered by beads and a god with an escape. Be mindful of positioning as Baron lacks a true escape. Hopefully you guys can use the newest god in a fun and exciting way!!!

By Eric Velez (IcseyBoom)



SMITE 101: FLEX PICKS

By Bill Bouchard (Gozii)

A flex pick is simply defined as a god who can fulfill more than one potential role in a certain meta. Flex picks are highly desirable as they add an element of uncertainty in the draft of ranked/pro league matches. An excellent example is Achilles, who can fit perfectly well in either the solo lane or the jungle at this point in Season 5. The trouble with finding good flex picks is that every god could probably be finagled in a strange role in conquest and do well. Therefore, this guide will only focus on characters whose attributes consistently fit more than one role in the Season 5 meta. There will unfortunately be no talk of Bacchus

jungle in this article, so if you would like to stop reading now, we understand.

Why Flex?

In regards to the pick/ban phase of a ranked match, it likely doesn't cross most players' minds to pick a character who can flex. This may depend on the game, but most players either autolock the god they want, or they will look for counters and good team compositions and make adjustments. This is not a bad strategy, but there is so much more that can be done in a ranked lobby to trick the enemy team into making stupid picks and bans. Take for instance, a first pick Sobek. In

the SPL, pros would assume right away that it's probably a solo pick, maybe they have it in the back of their minds that he's a flex, but generally it won't affect the picks and bans too much. In a ranked game, however, a first pick Sobek may cause the top elo of the other team to ban 1 maybe even two warriors if you're lucky (they think solo lane hasn't been picked yet). This could leave critical guardians open like Terra and Athena for your duo lane. And let's say they call your bluff and ban two guardians, well then just move that Sobek back over to duo lane. Flex picks allow for win win situations. Pros use them so much because they are literally uncounterable in the pick and ban phase. Having a flex pick does exactly what it says on the tin, it gives your team flexibility in your team comp.

S5 Flex Pick Tier List

Before we get into the list, it should be said once again that these picks work in this meta. Some may work in other metas, some may not. The focus is on SPL and ranked play, since casual matches regularly consist of Ah Puch's in the solo lane. These picks will be ranked in a tier list and ratings will be based on how each god works as a flex pick, not just their general strength. Also the tier list will go from S+ to A, because if a god is lower than A they aren't really worth discussing.

S+

Sobek, Achilles

Sobek and Achilles are in a class of their own as flex picks at the moment because they fit two roles extremely well. Sobek in particular is a safe and effective solo laner who can interrupt clear, pluck warriors into his tower, screw up normal solo builds, and have an amazing team fighting presence in the late game. Achilles, on the other hand did receive some significant nerfs which hurt his early game potential. This is worrying due to the fact that he is 100% a snowballing character, but for right now he still dominates ranked in both the jungle and solo lane positions.

S

Guan Yu, He Bo, Cerberus, Aphrodite, Chang'e

In the S tier we have Guan Yu who would have been S+ if his healing wasn't just nerfed, making his support capabilities much lower. He can still function well as a solo laner/support flex and it's not rare to see him run in the jungle as well. He Bo is a crazy jungle pick if you play it aggressively, and he also functions well as a mid laner. Cerberus isn't the best support in the game, but he can function well in either the solo lane or as a support. Aphrodite has resurged with some key buffs to become a solid mid

laner, solo laner, and occasional support. And finally, Chang'e can be a very strong solo lane pick due to her immunity and constant poke. The recent nerf to Rod of Asclepius will hurt the healers though.

A+

Amaterasu, Athena, Ratatoskr, Artio, Fenrir, Ullr, Odin, Erlang Shen

For the A+ group, we are looking at characters who function pretty well in one role and can be fairly good in another. Amaterasu can be a solid late game solo laner, but her support play isn't bad if you play to her strengths. Athena is much better as a support character, but her ultimate allows her to have good mobility as a solo laner too. The difficulty with her is surviving the early laning phase. Ratatoskr can basically be all over the map whenever he wants, which makes his jungle and solo lane capabilities pretty great for team fighting. His biggest weakness is low sustain. Artio can work in both the support and solo lane roles, however her high usage of mana makes her struggle in solo during the early game. Fenrir is probably the best assassin solo at the moment, as he is very aggressive in lane and can also be played in the jungle, of course. Ullr can be played in the adc role, the mid role, and sometimes even in the jungle, however the last one is mostly for fun. Odin is very situational for the anti-heal, but depending on the

game he could be great either in the solo lane, jungle, or support role. It really depends on the enemy team's comp. Finally, Erlang Shen does well in both the solo lane, support role, and jungle, but he is a master of none of them.

A

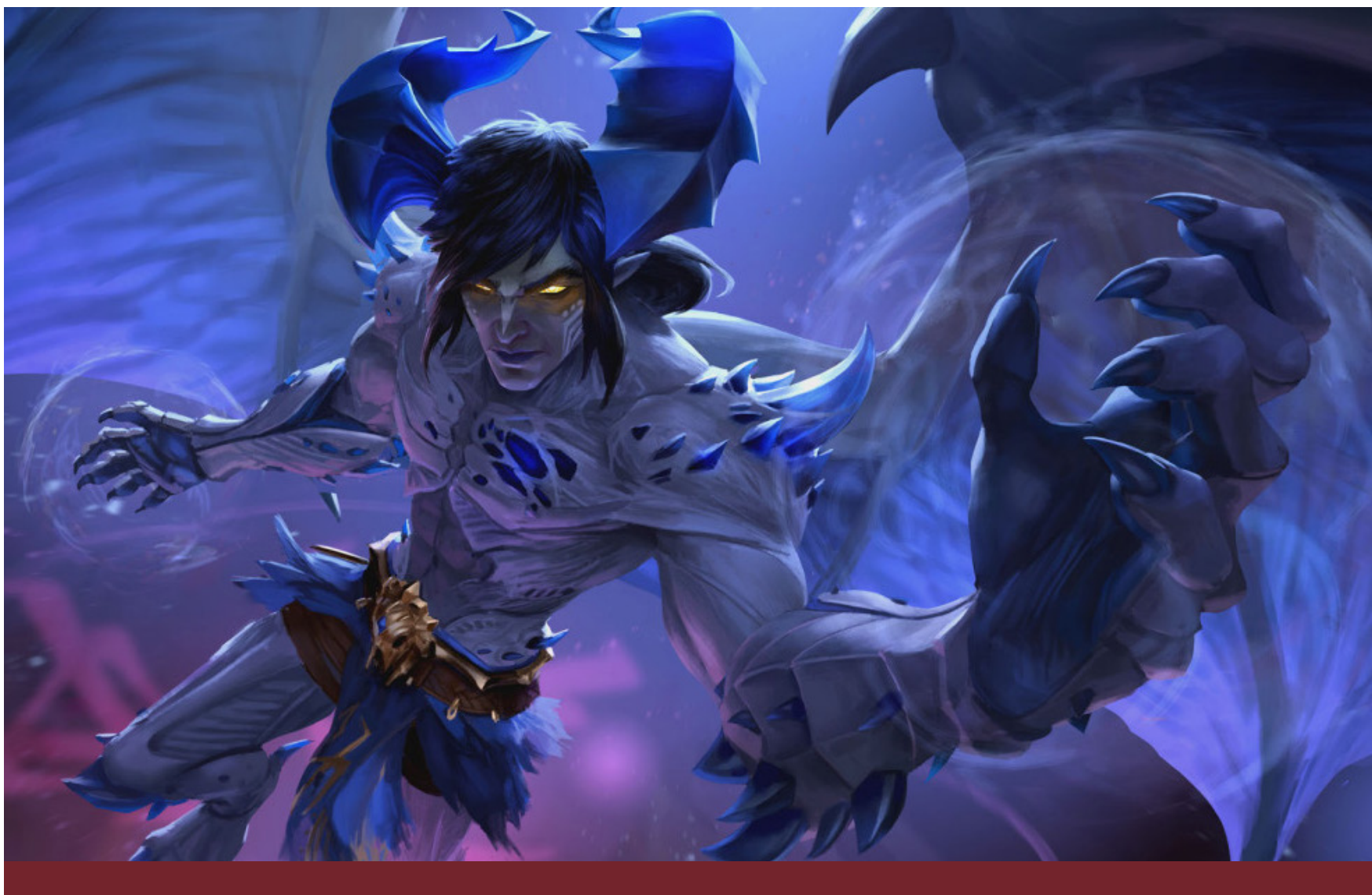
Terra, Ne Zha, Cu Chulainn, Ravana, Xing Tian, Cabrakan, Ymir, Skadi, Neith, Chronos, Sol

In the A group, these characters will range from being very good in one role to fairly below average in another. The key here is that while flexing them is not ideal, it can be pulled off with a moderate success rate. Terra is a top tier support character, but can be used to some success in the solo lane if she has the right comp. Ne Zha is far and away a better jungler than he is solo laner or trolly support, however he can provide good pressure in both of the other roles. That's his main goal when flexed. Cu Chulainn should pretty much only be played in the solo lane, but in ranked he can be pulled off in the support and jungle roles, however the jungle role is the better of the two. Ravana used to be one of the best flex picks, but his solo lane isn't the greatest at the moment. Xing Tian is an underrated solo pick, but his support play is really just mediocre. He doesn't offer too much in the early laning phase. Cabrakan is another character who isn't really great at any role, but can

be used in several to varying success. Solo lane is probably his best role at the moment. Ymir is sort of a master of all trades, he can support, solo, and even jungle. He is, however, Ymir, which means that he struggles with mobility. Skadi and Neith are in this group as well because of their ability to perform in the mid lane position. Unlike Skadi who has great clear, Neith's success in mid comes from her safety against ganks and self heal. Finally we will put Chronos and Sol together as magical adc's who can also be good in the mid lane.

That will do it for this SMITE 101 guide on flex picks. Thanks for reading and make sure to check out next month's edition!

*By Bill Bouchard
(Gozii)*



IN THEORY - GODS OF ANTIQUITY: CHERNOBOG RE-KIT

~~~~~ By Jansen Spencer (FenrisianFang84) ~~~~~

### **D**escription

This month we're going to take a look at Chernobog if he was to be re-kitted as a damage-oriented guardian. When I heard that the Slavic pantheon was announced, this concept was the first one that I designed out of anticipation of the new gods. Whilst the reception of the official version of this god is divisive, my re-kit was designed as an effort to make a lore-accurate guardian that would be rewarding, fun and challenging to play. Unfortunately the lore behind Chernobog is very difficult to find (a common theme amongst a lot of

Slavic deities), but he would still be a fun addition to the game if he was re-kitted in this way.

### **Model**

The character model for this Chernobog would probably be similar to a Ringwraith from Lord of the Rings. A floating, ghostly being with no face and a massive cloak. He wouldn't look as much of a guardian as you'd expect, but that would be the purpose. Shadows are deceptive, and so is Chernobog.

| Name                                                       | Type      | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|------------------------------------------------------------|-----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Everywhere At Once</b>                                  | Passive   | Upon spawning, Chernobog can select a god in a menu similar to Kali's passive. Whenever the marked god is pinged via ward or ability near Chernobog, he receives a buff for 10 seconds (or the duration of the ability cooldown he used). Guardian: Decreased protections, Assassin: Decreased damage, Hunter: Decreased attack speed, Warrior: Decreased penetration, Mage: Lowered cooldown on Chernobog's abilities. This doesn't stack and can't be refreshed before the timer ends.                                                                          |
| <b>Bowl of Curses</b><br>Ability type: Line Attack         | Ability 1 | Chernobog conjures up a bowl filled with curses to his name, throwing it in a line and slowing the first god hit. The god is pinged upon this attack landing.                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Tattered Shadows</b><br>Ability type:<br>Stim, Toggle   | Ability 2 | Chernobog envelops himself in his cloak, ignoring slows and increasing his movement speed for the duration of the ability. Chernobog may not attack while this is in use and his next auto attack will be a cleave as he reaches out of the darkness to strike.                                                                                                                                                                                                                                                                                                   |
| <b>Ensnare</b><br>Ability Type: Cone                       | Ability 3 | Chernobog shoots forth a series of black tendrils in a cone, crippling all enemies within range and causing tick damage. The first target is pinged                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Will of the Black</b><br>Ability Type:<br>Ground Target | Ultimate  | Chernobog selects an ally or enemy target, ensnaring himself and them in a shadow for a time. Both targets are rooted in place until the ultimate is canceled or ends. If an enemy god is selected by this, Chernobog reflects 75% of all damage he takes while his ultimate is channeled on to them. If an ally is selected, only Chernobog is rooted and his ally gains double their movement speed and protections, with 75% of all damage taken instead being transferred to Chernobog. Chernobog and the target are revealed to both teams for the duration. |

Ability Description

In this re-kit, Chernobog would be a damage focused guardian with a more unique play style

that focuses on map knowledge and the purchase of wards within the game, not only to benefit the team but to also grant Chernobog himself with aura or cooldown buffs dependent on the

enemy god he selects. This would promote the entire team into warding more often, resulting in smarter and more alert plays from both sides and -hopefully- improving the match quality.

This is shown in his passive, Everywhere at once. Any time an enemy is pinged near Chernobog by ward or ability, he earns a different buff dependent on the target he has selected. This can also happen via other ally abilities, such as Hou Yi's 'Mark of the Crow' and Scylla's 'Sentinel'. To help even this out, the passive is only allowed to be picked once per life, similar to Kali's passive, and it can't be refreshed or stacked by hitting multiple abilities, which leaves it a harder decision as to whether Chernobog should use all of his abilities to lock down the enemy more effectively, or stagger throughout the team fight to gain the best effect of his passive.

His first ability, Bowl of Curses, is one of the only true pieces of lore that I could find on Chernobog. It was said that people cursed his name into a bowl in order to dissuade him from appearing, so I thought it would be cool to apply this in some way into the game. Perhaps as a sick joke this was all a ruse he concocted himself, to give himself more power when battling his foes? The ability itself is fairly straightforward; a simple line attack with a slow. The difference is that it causes the first target to be pinged by Chernobog, which is able to procure his passive.

Tattered Shadows, his second ability, is focused around granting him the movement that guardians so desperately require to jump into a team fight. Whilst the attack on the ability is merely a cleave, the movement speed would be a very effective engage or disengage tool, as well as an effective

way to close the gap. I believe that the ability should also be a toggle which slowly decreases his mana when in use (think Apollo's ultimate, but maybe about half or a quarter of the speed).

Ensnare, the third ability, is the main crowd control portion of his kit. It would only work in a cone shape and it would cancel out enemy leaps and dashes in a cone in front of him. This would also ping the target which could procure his passive as well.

His ultimate is where he shows his true colours as a support god. Will of the Black is deployed similar to a Khepri ultimate, but behaves in a vastly different manner depending on whether an ally or enemy is selected. If an enemy is selected, it turns Chernobog into a damage sponge, reflecting all damage inflicted upon him onto the enemy. If an ally is selected, he is still a damage sponge, but is instead using it to aid the ally in an escape or a teamfight. As such, he could almost be regarded as an artillery guardian with this ultimate, allowing himself to soak up damage intended for another target and allowing his ally to dive towers and phoenixes very effectively. The downside is that Chernobog is rooted in place as this happens and all targets involved in the ultimate are pinged out on the minimap, allowing the enemy team to know exactly where they are, which would be very helpful for anyone wishing to gank them.

*By Jansen Spencer*

# SMITE COMMUNITY CONCEPTS

Hey everyone, we are SuperDazza and Purley, also known as NomNetwork, and we make a YouTube series called SMITE Community Concepts, where we showcase the best SMITE skin concepts that are submitted to us via our Google form. Welcome to the fourth installment of SMITE Community Concepts for the SMITE Magazine, where we will be diving into some of the skin concepts that we have showcased on our YouTube channel. These skin concepts are taken from SMITE Community Concepts Episodes 41 and 42, where they are shown in more detail.

~~~~~ By NomNetwork ~~~~~



“Cernfu” Cernunnos by Skyflu

Cernunnos as a tiger kung fu master, featuring colour-changing tiger fur, zen gardens, and Chinese guardian lions.

“Class Act” Serqet by Boyonce

A Serqet skin inspired by Jessica Rabbit and Marilyn Monroe, including a wine glass replacing her tail stinger, and a spotlight on her when using her third ability.



Art by JordanJDR on DeviantArt



Art by RedN0va on reddit

“Spirit of Raven” Sol by RedN0va

A Guild Wars 2-themed Sol skin, featuring purple spirit energy used in most of her abilities, and a fluttering raven which she would turn into for her third ability.



“Red Rider” Guan Yu by TheGraveKnight

Guan Yu as War, one of the four horsemen of the apocalypse. This would feature a heavily armoured horse with flames coming from the hooves.



“Pizza Delivery” Amaterasu by Joey

Amaterasu as a pizza delivery girl, including her mirror being replaced by a pizza, her recall animation as her eating a pizza slice whilst cross-legged, and her ultimate as a faint pizza slice.



“Ape Man” Sylvanus by Gotdemmoves

Grover as a gorilla, and Sylvanus as a baby gorilla on his back. This would include dropping a peeling banana for his first ability, reaching out with his large gorilla hand for his third ability, and causing an earthquake for his ultimate.



“Flamingo” Thoth by heybranny

Thoth as a bright pink flamingo, with multi-coloured ribbons and feathers like he was at a Brazilian carnival.

By NomNetwork



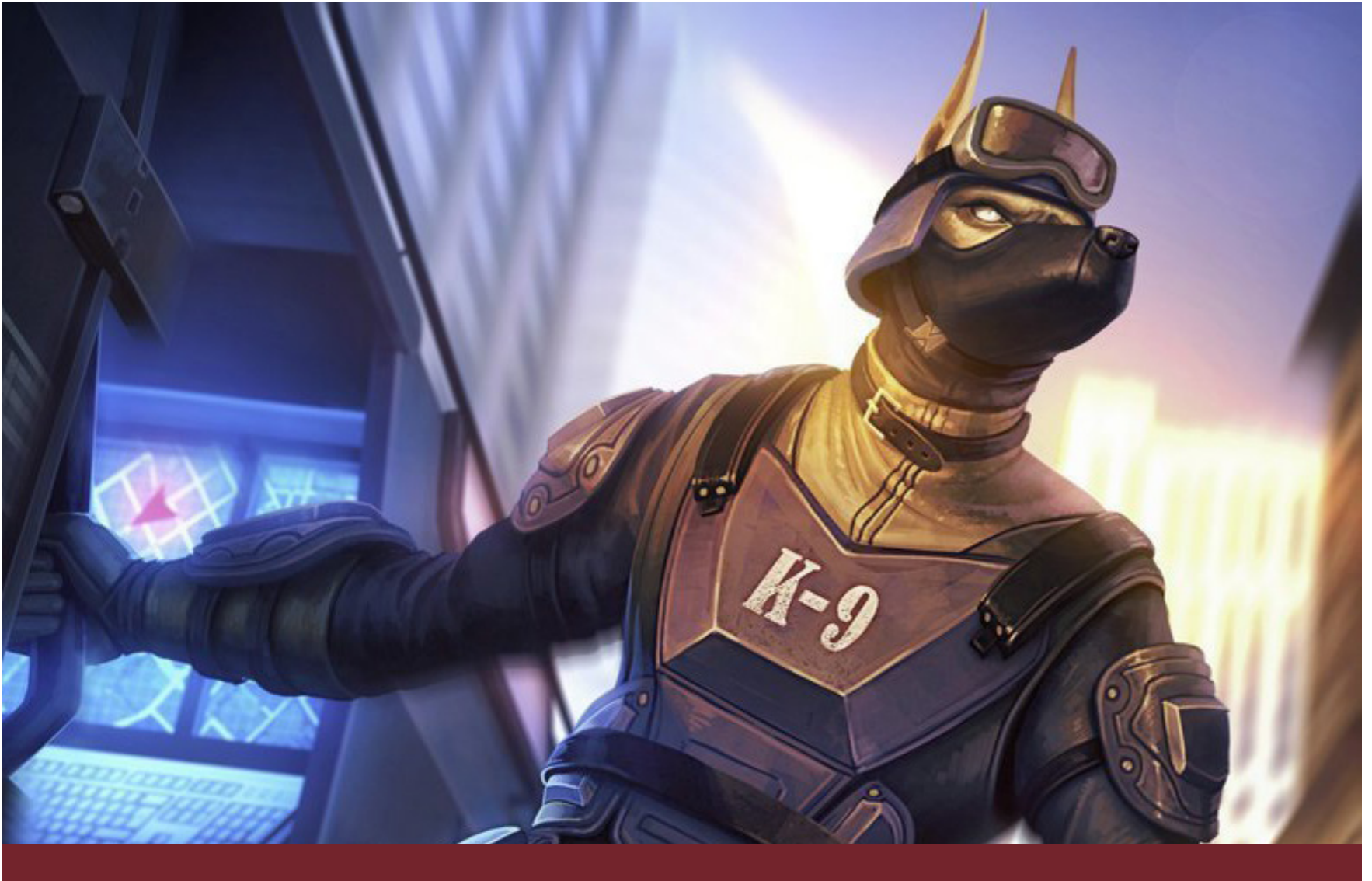
Check out NomNetwork on YouTube for more skin concept showcases and to submit your own skin concepts!



*Treasure
Hunter
Nu Wa*



Artwork by Antonia Mitchell



SMITE'S BEST DOG COMPETITION (FEATURING AGGRO AND F.)

~~~~~By Courtney Zammit (monoxidelullaby)~~~~~

"Hello, and welcome to the first ever SMITE Best Dog Competition. My name is Thom 'Fdot' Badinger and I'm here with my co-host, Ryan 'Aggro' Bailey. We're here today not with a typical cast but rather with something a bit . . . well, a lot tougher. As you all know, both Aggro and I are major fans of dogs."

"That's right, Thom. We are. Thanks to this, we're going to be bringing you all an in-depth analysis of who is the 'top dog' in this game. For reference, the competitors include Anubis, Cerberus, Erlang Shen, Fenrir, Scylla, and Skadi."

"We're not including Hades?"

"Why. . . why would we include Hades? Cerberus is his own dog now. He doesn't need anyone to represent him."

"I mean, I'd want to be mentioned if my pup was in a competition to prove that he was the best. Not even for the credit, just because I want him to know I'm proud of him and love him."

"Okay, fine. Hades is that proud dad in the stands, cheering Cerberus on. He's even promised to take him for an extra long walk tonight, no matter if he wins or loses."

"Good. Okay. So how are we judging these good boys, Aggro?"

"Well, we have a few criteria we'll be judging them on. Each category will earn the dogs a score- 10 being the best and 1 being the worst. The maximum amount of points will be a grand total of 30. After looking at each and everyone one, we'll tally up the scores and whichever dog has earned the most points will be crowned 'Best Dog'. The three different subjects they'll be graded on are Role, Utility, and Likeness to a Real Dog."

"Can you go a bit more in depth as to what the categories mean? I mean, they all kind of sound the same."

"No worries. Role is referring to how the god is played during the game and how they affect things like team fights and the overall composition. Utility is mostly focused on the kit- do they have hard CC? An escape? A good amount of power? Are they versatile? Any kind of detail that would fall into how the god functions. Finally, the Likeness. I'm pretty sure you can figure that one out."

"Alright then. I guess let's just jump right into it. Anubis. We all know and either love or hate this boy. Solid dog, 10 out of 10 for every category. Okay, next."

". . . Thom, that's not how this works."

"FINE. Starting with his role. Anubis is a solid mage I would say. Not very mobile since he

does lack an escape. However, he does have a ton of burst, especially with his lasers."

"Yeah, Anubis is one of those gods that you either can pull off extremely well in a game or you're toast. He does tend to rely on others to help him out of some bad situations, but if played right can do some awesome things. Plus having the passive that allows him to steal protections is super useful, especially early game. I think I'd give him 8 points for his role."

"I agree, 110%- and not because I'm hoping that someone will pull him out again this year at worlds. Hey- if someone does, what team or player do you think would do it?"

"I am not committing myself to that. Moving on- Anubis' utility. You mentioned his stun and I did bring up his passive. Those are two of the biggest selling points of his kit, I would say. Especially if you picked up, say, a Spear of the Magis. That



additional shred from his passive, along with the channeling from his locusts and hands.”

“Don’t forget about that ult! The burst from being hit with those lasers can take you from 100 to 0 if you’re not careful. However I can’t give him much higher than another 7. That lack of an escape really hurts him. Say you’re facing. . . I don’t know, an Odin jungle. If you don’t hang back, almost staying under tower a lot of the time, you will get blown up- especially early game.”

“I’ll agree with that reasoning, but not that score. I’d give him one more point. The damage output and itemization for Anubis just pushes it up one more point for me.”

“You’re just biased because he’s a mage.”

“Maybe. Anyways. Last category- dog likeness. 9 points. I would not want a standing, talking, constantly judging my life dog in my house all the time. I’d be really good friends with him but I wouldn’t keep-”

“10 points.”

“Seriously? You could handle that?”

“10 points. Next.”

“Alright, well. We’ll move to the next god. Cerberus. His role within the team is pretty solid I would say. Solo and support mainly. I say mainly because next thing I know, CaptainTwig or Cherryo are going to pull out a Cerberus jungle just to spite me. But Cerberus gets a solid 8 from me.”

“I’ll agree with that, Ryan. He’s a solid choice

in most drafts, especially now with what I’ll say is definitely becoming a healing meta.”

“What do you think about him, kit wise?”

“Again, a solid, all around pick. Cerberus has a lot of what you want a front-liner to have. A leap, a shred, a stun, plus an ult that can either help start or finish a team fight. I also mentioned the healing meta- Cerberus’ passive allowing him to steal some of that healing really give him the option to go wherever the team composition allows him to. There’s not too much to go into here. Now, the only reason I give him a 9 and not a 10 is because sometimes he does take a bit to get rolling. Say you put him in the solo lane. As long as you’re able to camp his blue buff a few times and rotate on him early, it’s easy for him to fall behind and not be as effective.”

“Thom, you took the words right out of my mouth. I actually had 8 points for him, just for that same point. Now, the real question- could you handle having a three headed dog of hell in your house?”

“Absolutely. Except I only gave him 8 points. Do I want to higher? Absolutely. However, three heads? That’s a lot of food. Plus he doesn’t actually have fur, so snuggling him may not be as comfy as I’d like.”

“Oh come on. You’re being too mean. I gave him 9. Next up, Erlang Shen’s dog. The no-named pup.”

“I think I remember him being referred to as Bobo?”

“I. . . okay. We’ll go with that. Bobo. Now, remember. He’s isn’t his own god, just like Kaldr. So we’ll have to tweak the way we judge with this one. Instead of just basing things on . . . Bobo. . .

we'll base it on it not only affects Erlang, but the rest of the team. Starting with his role, I've graded him at a 7. Owing to the fact that he is Erlang's passive, that does provide a decent boost for his score. However. Since the passive has only a single objective, that kind of limits what he can do."

"I agree, Ryan, but I also disagree. You're forgetting one thing- Bobo can crit. Granted it's not for the entire amount that Erlang can, but that alone boosted him to an 8 for me. We've seen a lot of players bring Erlang into the jungle, and while building crit on on Erlang isn't always the best option, it's still just that. An option. That extra power and chance can come in handy in a one on one scenario in the jungle."

"Well, since we're focused on what the passive entails, how would you score the overall utility?"

"7 points. It's like you said before, it only affects Erlang. So while it can have some impact in a team fight, Bobo mainly just benefits Erlang."

"Bobo gets 8 points from me this round. The only reason why is actually something you brought up- items. The dog can help proc items which I do think benefits a team fight a lot better."

"See, Ryan, I had thought about the items. I just don't think it's that great of a trade off, since a lot of the items can be conditional to what role you're playing. It really depends on the team composition I suppose. I'll stick with 7."

"Alright. Final category. I think we can both agree- 10 points?"

"10 points. He even comes with his own collar."

"Perfect. Now. Fenrir. This boy comes and goes. How do you feel about his role within a team?"

"7 points from me. Here's why- Fenrir does good things. And he's good at those things. However, it's really easy to fall behind with him. Not only that, but it really depends on who you pick along with Fenrir. True, he can start the team fights. You need gods that can help finish them, too."

"I completely agree with that. I gave 7 points as well. What about his function during gameplay?"

"I only went a point higher for this one. Again, like I said. Fenrir does good things. But again, like I said. He needs a good team to support those things. His ult is fantastic for singling out a player on the enemy team. But if you're too far behind, you won't be able to finish off that player."

"See, Fenrir earned 9 points from me. Not just because of that ult, but his kid does provide some pretty good CC. The stun from his leap really helps engage an enemy. The brutalize is a great damaging ability. Plus the lifesteal that no longer consumes his stacks on his passive can really help in a pinch. So yeah, 9 points. And for the last category- could you keep Fenrir as a pet?"

"Absolutely. 10 out of 10. Especially with his cutesy skin."

"We're not judging this off of skins, Thom! Besides, he's a wolf! And he talks! You'd really give that 10 points?"

"Of course. Heck, especially if he looks like he did in the Ragnarok movie. Did you see how adorable he was?"

". . . Okay, yeah. He was pretty cute in that movie. 9 points. But next is what I've really wanted to get into- Scylla."

"Do you remember all of her dog's names? Off the top of your head, without looking them up, can you tell me right now?"

"Actually, yes. I can. Ajax, Achilles, Cyril, and Zoey. She says them when you load up in some of her skins."

"So anyways, I guess we'll have to grade this as Scylla as a whole, not just her dogs. I guess this makes this one a bit unfair, but most of her abilities include the dogs so it'll work. Let me guess, 10s for you all across, Ryan?"

"If only. I gave her 9 points when it comes to her role. Scylla is a powerful mage. She doesn't take as long to get online as she used to and hits super hard. However, she doesn't fit into every team comp. That's literally the only reason I didn't pick her for a 10."

"That was actually my reasoning as well. 9 points from me."

"As for her kit and usefulness in game, I still kept it as a 9. Mainly for the same reasons as before. I mean, have you played against late game Scylla? She's a beast. She has that escape, and her passive gives her that extra power as well. I just couldn't justify the full 10 points, again because

if she's caught out or the team just doesn't work well with her, Scylla just isn't as impactful."

"Again, you took the words right out of my mouth. Hey Ryan, did you know? A single ult from Scylla. . . "

"Yes, yes, yes. We know. I gave Scylla possibly my lowest score yet for the last topic. I only have 7 points."

"What? But she has four dogs! Why would you score that low?"

"Well, first, she comes attached to those dogs. Somehow I don't think she'd be the best roommate. That, the fact that you never actually see the dogs until either Scylla is attacking you or about to ult you is kind of terrifying. They're still good dogs, but somehow I don't think that'd be a great arrangement. What did you put for your score?"

"8 points. I don't really want to be living with Scylla, either, now that you mention it."

"Alright, final pup. Kaldr. He has a pretty decent role for not being his own dog, honestly. However, he does not only help Skadi, but can be pretty impactful in team fights. For that alone I gave Kaldr an 8. What about you, Thom?"

"7. Here's why- you're not wrong. Kaldr has some great potential when it comes to one on ones and team fights. But that can also be his weakness. Say you're in a prolonged team fight. A lot of ults have been used, including yours. You all back up and heal, then are immediately back to fighting. Not only do you not have that instant heal for Kaldr from the ultimate, but he may not even be back to full health.

He's an immediate target for the other team to focus on. That right there takes out one of Skadi's abilities."

". Well now that you put it like that, I guess I'll have to agree. I was going to give him a 9, but no you just had to bring up a good point! I'll keep my rating the way it is anyway. Kaldr does bring a lot to Skadi's kit, but like you pointed out, once he's in that elemental form, and you don't have your ult to full heal him, you're down an ability."

"Don't forget, Ryan. Once you have Kaldr up to at least level 3, he does heal off of kills. So targets like minions can certainly help. However, it does only start at that level and even if you technically get Kaldr without leveling up, you sometimes want to focus on leveling up that spear or her ice. You and I put the same score with 8 points."

"Okay, Thom. Final judgement. Kaldr as a pet?"

"9 points. If he goes elemental, I probably can't pet him. Otherwise, heck yes."

"Same. Alright. Time to tally up the points. Also, as a bonus I've been told that we need to give all of the dogs an extra 5 points, just because they're good boys."

"Sounds good to me. What was your final score?"

"30 points for each. You?"

". . . 30. For each."

"You're kidding. Thom, we have to have a winner. Redo your count or something."

"I'm not changing anything! You change it!"

"Absolutely not. Look, something needs to be done or this will have just been a waste. We need to have a winner."

"Are you kidding? We just spent all of that time talking about dogs. How is that a waste?"

". . . You're really going to end this with that kind of joke, aren't you."

"Alright folks, well, it looks like we couldn't pick an actual winner. I guess the saying is true- all dogs are good dogs. So-

"No, Thom, stop. You can't-"

"Excuse me, I'm doing my outro. So that's our conclusion of SMITE's Best Dog Competition. Thanks for reading!"

*By Courtney Zammit  
(monoxidelullaby)*



Artwork by bunnytush



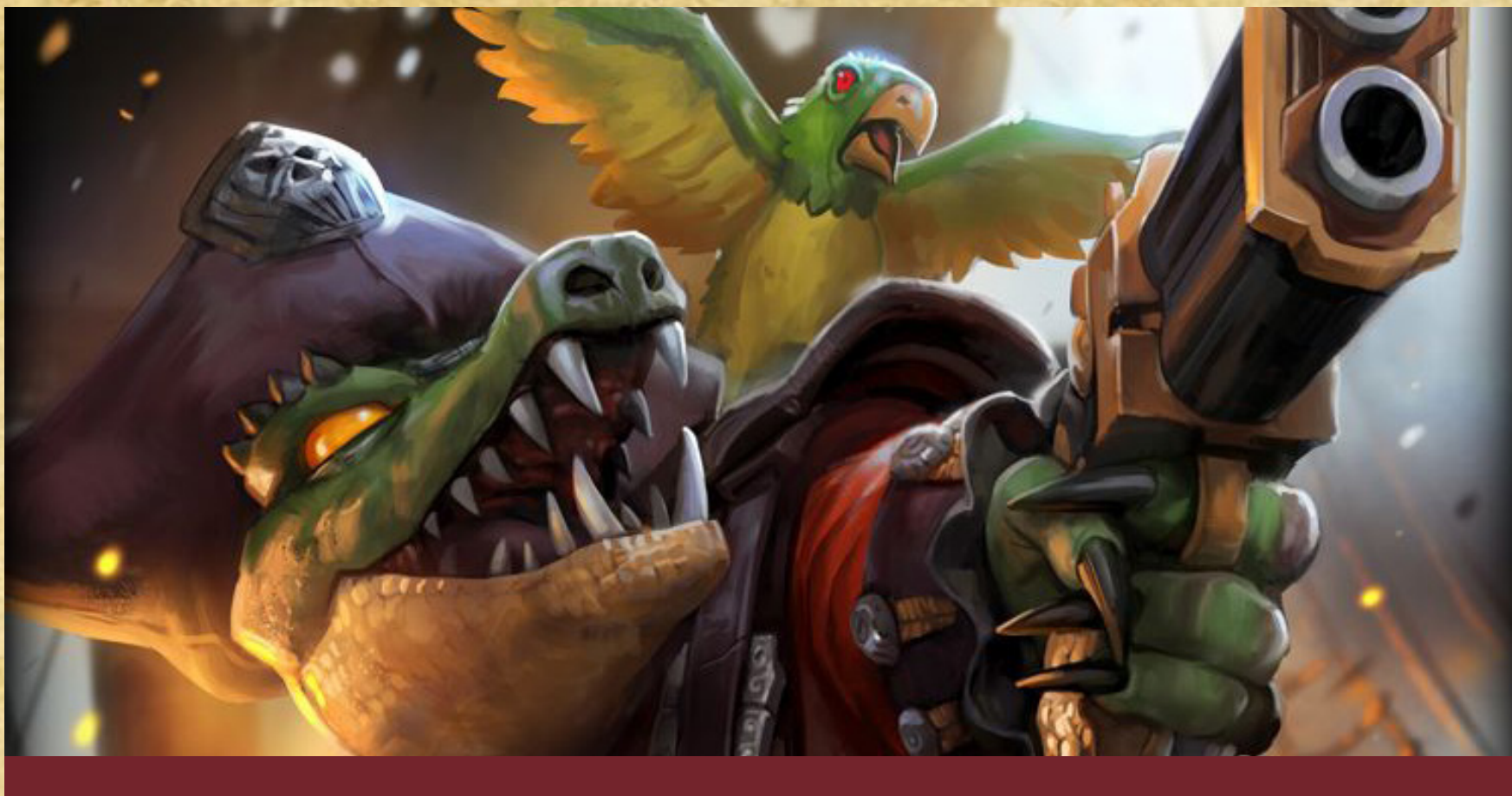
Artwork by bunnytush



Artwork by bunnytush



Artwork by Roman Samko



# SAILING THE HIGH SEAS

By Brandi Wallace (HappyHour)~

The third full moon, since I last seen shore, hangs low in the sky tonight. She beckons me to follow her into the horizon with a gentle breeze that ruffles Parrot's feathers. I continue to sail south away from the moon's beautiful glow and towards Dreadbeard's Hollow, the last island on this side of me map left to search.

Parrot, suddenly, "Squawk! Land ahead!" I pull out me spyglass and spot a cliff face with a cave entrance, surrounded by ship wreckage.

"Where the weak have fallen, I will thrive. That booty is mine" I promise myself, as I turn the sails to fill with wind and charge towards the island.

Again, Parrot squeaks "Sail, Ho! Squawk!" I don't even need my spyglass to see hideous

Redbeard in his clipper sailing full speed past us towards Dreadbeard's Hollow.

Redbeard's crusty voice leaks, "Lizard puts on a hat and thinks he's a pirate. For shame!" as he roars past my cog. I drop my anchor and aim my chase gun a few hundred yards in front of his ship.

A strange stillness in the water catches my eye. The water then begins to go against the tide a circle itself like a drain. Redbeard watches me fall behind and continues to cackle; he fails to notice the peculiar whirlpool that his clipper is now entering. The unbreakable current takes full control of his ship.

In the distance, Poseidon bellows "Let's take a trip to Davy Jones' locker!", as three

impressive purple scales explode from the water and claims Redbeard's ship as its own.

*By Brandi Wallace*

*(HappyHour)*

I hoist me anchor, and stealthily lurk to the shore of Dreadbeard's Hollow, while the Kraken continues to pulverize his ship.

Me peg leg sinks into the sand upon the shore. I enter the shallow cave and I am immediately greeted by the scent rotting wood. How long has this cave been untouched? Lying in the back of the cave are chests and barrels overflowing with gold, rum, and muskets. Yarg, booty!





# THE CURSE OF DREADBEARD

By Paul Weinshenker (Kelasyn)~

Chill mists hung low over the still ocean water, only occasionally stirred by an eddying breeze. A lone albatross gave a shrieking cry, banking away from the prow of the longship as it nosed through the fog, the steady creak of oars muffled and echoing off the surrounding rocks. Tall men clothed in fur and steel lined the rails, eyes strained against the dim light. Belowdecks, a swinging lantern cast an unsteady light over an unrolled parchment pinned to the scarred wooden table, barely illuminating a faint ink sketch of the nearby coastline. The Storm Jarl loomed over the map with a furrowed brow, glancing between the table and the uncovered port window where faint smudges marked the distance of the beach. A squint and one more check against the map confirmed what he needed to know, and he emerged on deck a short time later

with a thick cloak to ward off the chill. Scanning the rails with a quick eye, he barked an order.

“Bosun! Take us in.”

The longship carved an arc through the water, running up onto the beach amid the grinding of sand and stones. The Norsemen swarmed over the railings, booted feet crunching onto the ground as they crept along the shoreline towards a cave looming out of the mist. The Storm Jarl led his men into the dark opening, signaling for torches to be lit as he did so.

Drops of water falling from the ceiling provided a counterpoint to the splash of the men’s boots in the layer of water that covered the cave floor. The tunnel narrowed abruptly, taking a sharp

turn to the left. With the sound of lapping waves quickly receding, the breathing of the raiding party was the only sound echoing among the dripping walls. A turn to the right, and the tunnel opened into a small room occupied only by a single chest. The Storm Jarl moved forward with a speed belying his bulk, tearing the lock away from the ancient wood with one callused hand. The lid tipped back to reveal mounds of gleaming gold reflecting back the flickering light of the torches.

“We found it... Dreadbeard’s treasure,” one of the men whispered reverently. The word reverberated in the small chamber, echoes of treasure...treasure...treasure dying down into silence once more. The Storm Jarl closed the lid with a thump, gesturing for two of his men to carry the chest out. The raiding party emerged back onto the empty shoreline, a new spring in their steps as they hurried back towards their ship, only the ship was nowhere to be found.

The Storm Jarl knelt with saltwater lapping up around his legs, one hand reaching out towards the scar in the sand left by the ship’s keel. Concerned mutterings of the men behind him died away to an eerie quiet. He slowly raised his head to meet the gaze of the enormous tentacled monster rising from the water before him, surrounded by the wreckage of the longship. His massive axe fell into his grip as his men clustered in battle formation around him, a howling battle cry tearing from their throats. A pirate’s work was never done.

*By Paul Weinshenker (Kelasyn)*



## INTERVIEW WITH ALPHAJACKAL

By Bill Bouchard (Gozii)

**To start off, could you tell us a little bit about who you are?**

Hello everyone, my name is Andy (or Andrew) Barlow, AKA AlphaJackal and I am the coach for Team Rival (PC). Outside of that I am 23 years old, living in Poole in the UK, apart from just being a coach I am currently a part time postman.

**How did you get started playing SMITE?**

When I went to the University of Bath, I joined in a computer gaming society. Whilst there I made a group of friends and we would play Civilization V almost every night. One day a couple of those friends showed me SMITE, and I've been hooked ever since.

**How would you describe your approach to coaching?**

Right now I am more about the team as a whole, I try to make sure that everyone is happy and productive. I trust my team to find mistakes and improve their own individual play, and carve out a playstyle that they are happy with, whilst I will find the best possible way to mesh them all together into one cohesive unit.

**Congrats on winning the SMITE Masters LAN this year. How do you feel looking back on that tournament?**

Obviously we were happy with the fact that we won, however we were disappointed in our

winners finals performance (where we lost 3-0 to Dignitas). On that set we played extremely poorly and deserved to lose, which obviously gives us something to work on and improve.

### **What are your thoughts on the last set against DIG at SMITE Masters?**

It was strange, we went into that set more confident than we were in the previous set against DIG, and it showed. The Bo7 format favoured us and our LAN strategies more and we took full advantage of it, which is why I find it a shame that they are removing them. Overall I felt we played well and were the deserved winners on the day, even if we rode our luck at times.

### **The Summer Split is underway, what are your expectations for Rival this year and for the future?**

Well obviously the start of the split hasn't been what we expected (currently 2 for 2 at time of writing) but we're still hopeful of making LAN and having a strong performance there. As for the year the goal is the same as it was last year, win the world championships, and I firmly believe that we will this time around.

### **What are some of your most memorable moments as a coach?**

The first LAN event we were at, where we beat SoaR 2-0 to win the gauntlet LAN as the 6th seed. That really gave me and the team a taste of the success that we wanted. My favourite moment though was at worlds, 2-2 against NRG in the semi finals, and the team talk we had after that 4th game was something I don't think we'll ever

have again. The response we had to it and how we performed in that game 5, so far my best coaching.

### **Many fans see Rival as the most improved group of players in the SPL. How do you view yourselves?**

5 clowns and a bald monkey. In all seriousness we view ourselves as a world class team that can beat anyone.

### **Describe each of your Rival teammates in a few words.**

Vote is a BMing idiot. Death is a massive troll. Wlfy is literally the reincarnation of Ra. Ice is probably at your back camps. KaLaS wants to give Ares every CC on his chains/flames. And cover (our manager) is a pikachu, I have pictures to confirm it.

### **Who is your favorite God and why?**

Ne Zha, because I enjoy playing him, crits are fun when you are the one critting, and he has great outplay potential.

*By Bill Bouchard (Gozii)*



## Ganesha's Meditation Sessions

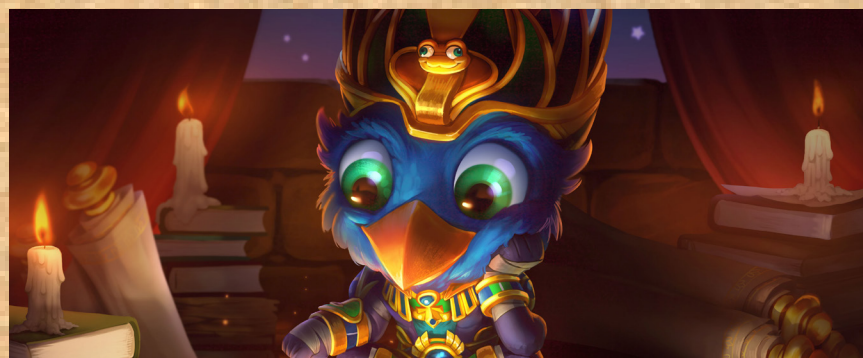
Ganesha is pleased to announce that since the cleaning up of the celestial waterfall, his mediation classes have reopened! No cost to join, only requirement is the ability to participate. Sessions start at 2pm.



## Librarian Needed!

Thoth is looking for a part time employee to work within the Ancient Library. Duties include checking books in and out, placing various tomes on shelves, and being able to help patrons find specific items. Apply online at [thothstomes@definitelyrealdomain.com](mailto:thothstomes@definitelyrealdomain.com)

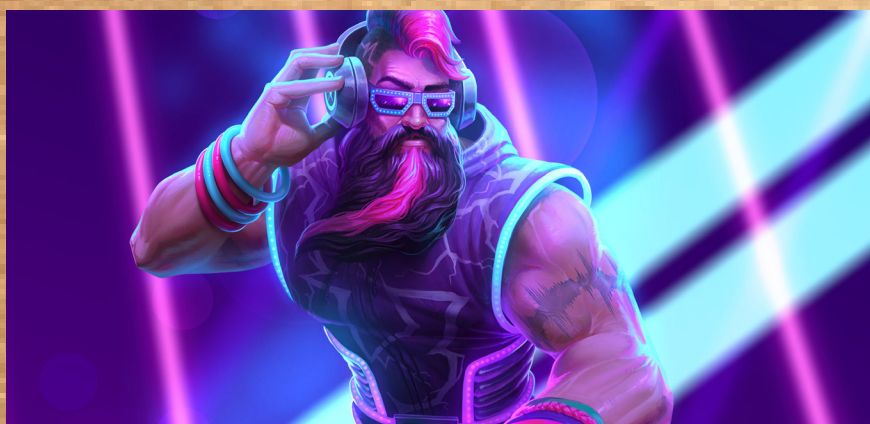
*(It should also be noted that there are certain volumes that no one but Thoth himself should open. Failure to acknowledge this rule is an automatic firing)*



## CLASSIFIEDS:

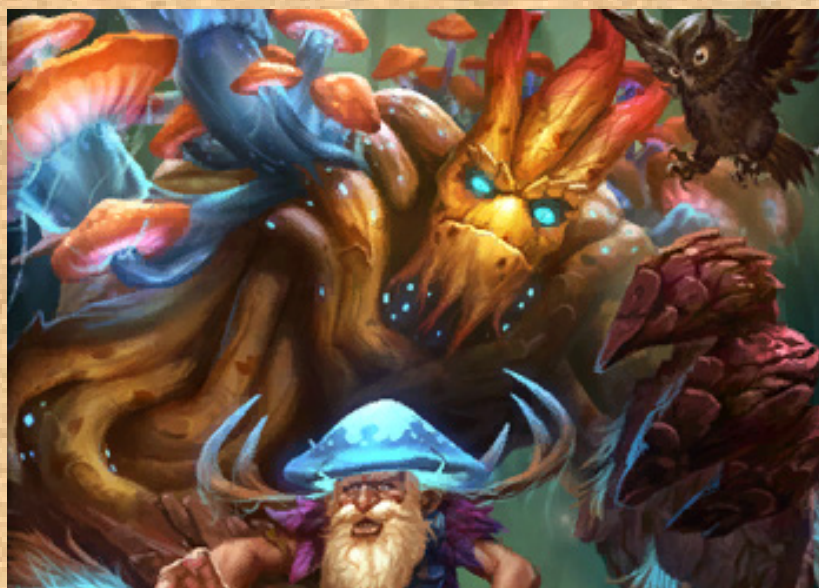
### Man Seeking Partner!

Hey there- I am looking for a discreet relationship. Someone who would be able to love me for all my ups and downs, my good and my bad. It has to be discreet, mostly for your own safety. I do have a few children, but they are all grown and have moved or been moved away. Let's continue the conversation? Send me an email at [definitelynotzeus@becareful.com](mailto:definitelynotzeus@becareful.com)



## HELP WANTED:

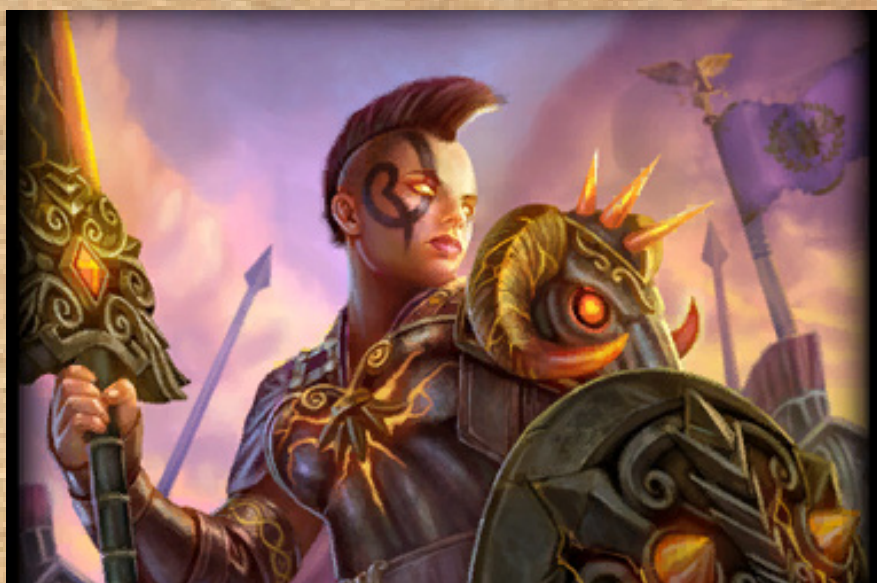
Sylvanus and Grover are requesting volunteers to help clean up the various forests in the Realms. Wildlife quality has severely diminished with the recent battles. Lunches and beverages will be provided. No need to apply, just log hours and turn them into Sylvanus for compensation.



# SMITE CLASSIFIEDS

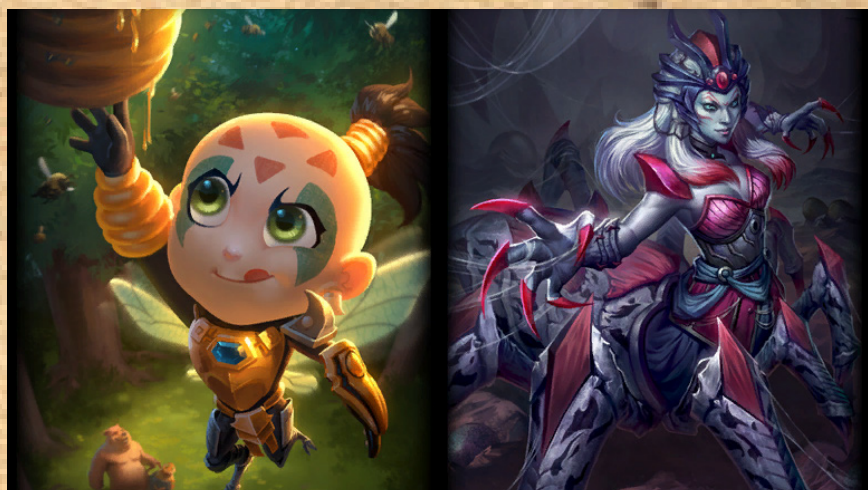
## HEROES WANTED

**Something is wrong within the Realms of the Gods. Certain gods are crossing pantheons and getting power hungry, causing not only an upset of the power balance but also placing many lives in danger. This is not limited to only gods and goddesses, but many human lives are in danger as well. If you're reading this message, you have the ability to do something about this! Please contact Bellona ASAP if you're able to fight!**



## Insect Emporium: Grand Opening!

Ah Muzen Cab and Arachne have teamed up to open the first Insect Emporium! Along with a conservation center, the Emporium will include classes as how to properly handle an insect infestation and proper handling of various insects! Emporium hours will be from 9am to 5pm, Monday through Friday. Volunteers are welcome to apply, will possibly turn into full time employment depending on performance! Apply in person or online at [spidersarebeesknees@insectium.com](mailto:spidersarebeesknees@insectium.com)



## RECRUITING "INTERNS"

**Hades is looking for volunteers to aid in exploration of the Realms. There are many different positions available. The positions and their expectations are as follows:**

**Investigators- Acquire knowledge and**

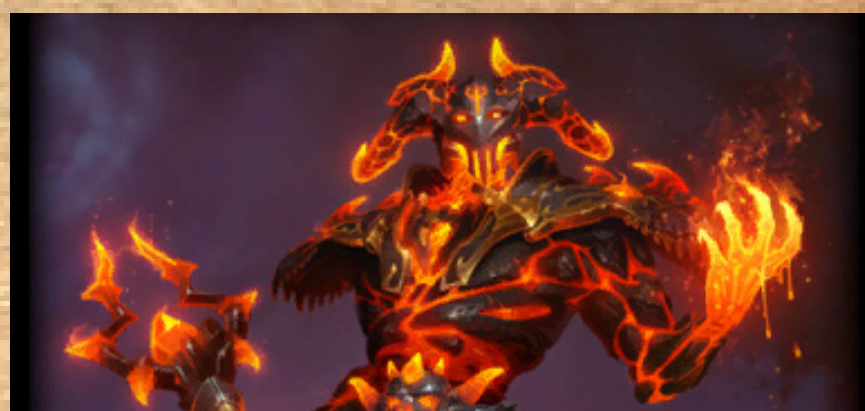
**artifacts of other pantheons, under cover**

**Researchers- Questioning locals about certain points of contention at whatever cost**

**Officers- Individuals willing to fight for what is right**

**Please contact Hades if interested**

**Apply in person only. Be ready.**





**Newest God Released:  
Baron Samedi  
See You Next Issue!**